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AGB-AGRE-USA



INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions Altered vision Eye or muscle twitching Involuntary movements

Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

For more information on this product's rating, call 1-800-771-3772 or visit http://www.esrb.org

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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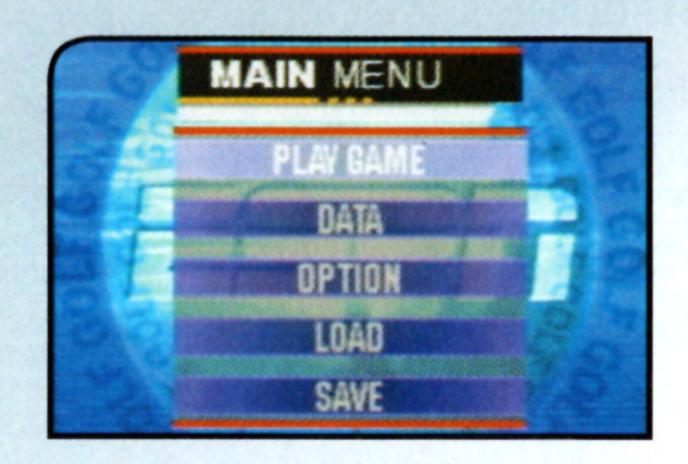
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BEGINNING PLAY

On the Title Screen, press START (or the A Button) to display the Main Menu Screen.

ABOUT THE MAIN MENU SCREEN

Select the Mode you would like to access with the , then press the A Button to confirm your selection. Use the B Button to cancel your selection.



Play Game	(see p. 4)	Start the game
Data	(see p. 17)	View play results
Option	(see p. 17)	Adjust settings
Save/Load	(see p. 18)	Save / load data



SELECTING GAME MODE

ABOUT THE GAME SELECT SCREEN

Select Play Game on the Main Menu Screen to display the Game Select Screen. Select the mode in which you would like to play with the , then press the A Button to confirm your selection.

Use the B Button to cancel your selection.

TOURNAMENT (PARTICIPATE IN A GOLF TOUR!)

Just as in a real golf tournament, try to get a better score than the other tour participants. For one player.

STROKE (EXPERIENCE A REAL GOLF COMPETITION!)

Compete for the total number of holes. Up to four players may participate.

MATCH PLAY (DEFEAT YOUR RIVAL!)

Square off against one of your friends and see who wins the most number of holes.

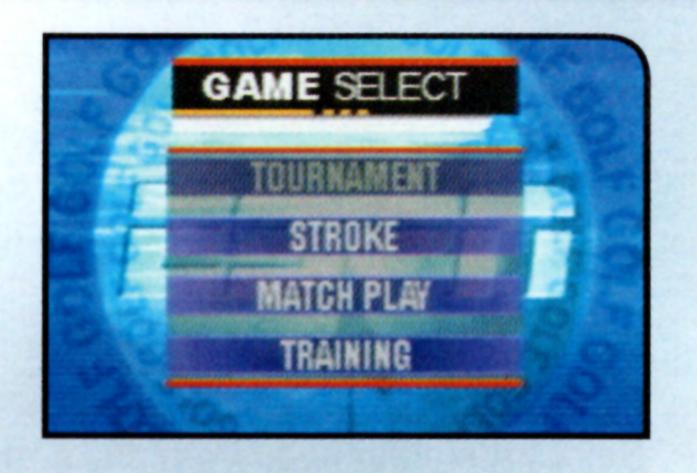
TRAINING (PRACTICE MAKES PERFECT!)

Choose a course and a hole to practice on. For one player.

In all game modes except the Training Mode, shooting 3 over par will force you
to give up and move on to the next hole.

In the Stroke and Match Play Modes, you can compete against your friends using the Game Boy® Advance Game Link® cable (sold separately).

 Refer to p. 16 and p. 19 for instructions on how to use the Game Boy® Advance Game Link® cable.



ABOUT THE SELECTION SCREENS

GAME MODE SELECTION SCREEN

Select the Game Mode with the , then press the A Button to confirm your selection.

 Up to four players may play in Stroke Mode and up to two may participate in the Match Play Mode.



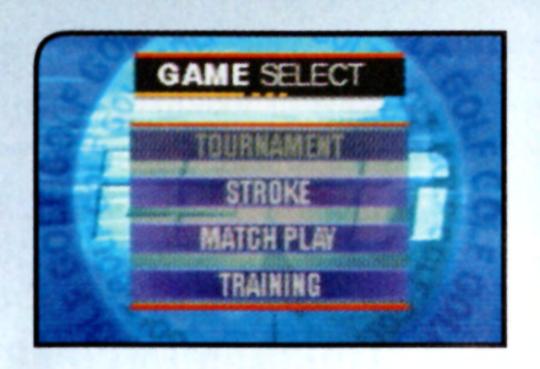
Select the player you would like to use with the , then press the A Button to confirm your selection.

COURSE SELECTION SCREEN

Select the course you would like to play with the , then press the A Button to confirm your selection.

 After you have won a certain amount of prize money in Tournament Mode, new courses will become available.

 Within the various Selection Screens, use the B Button to cancel a selection.









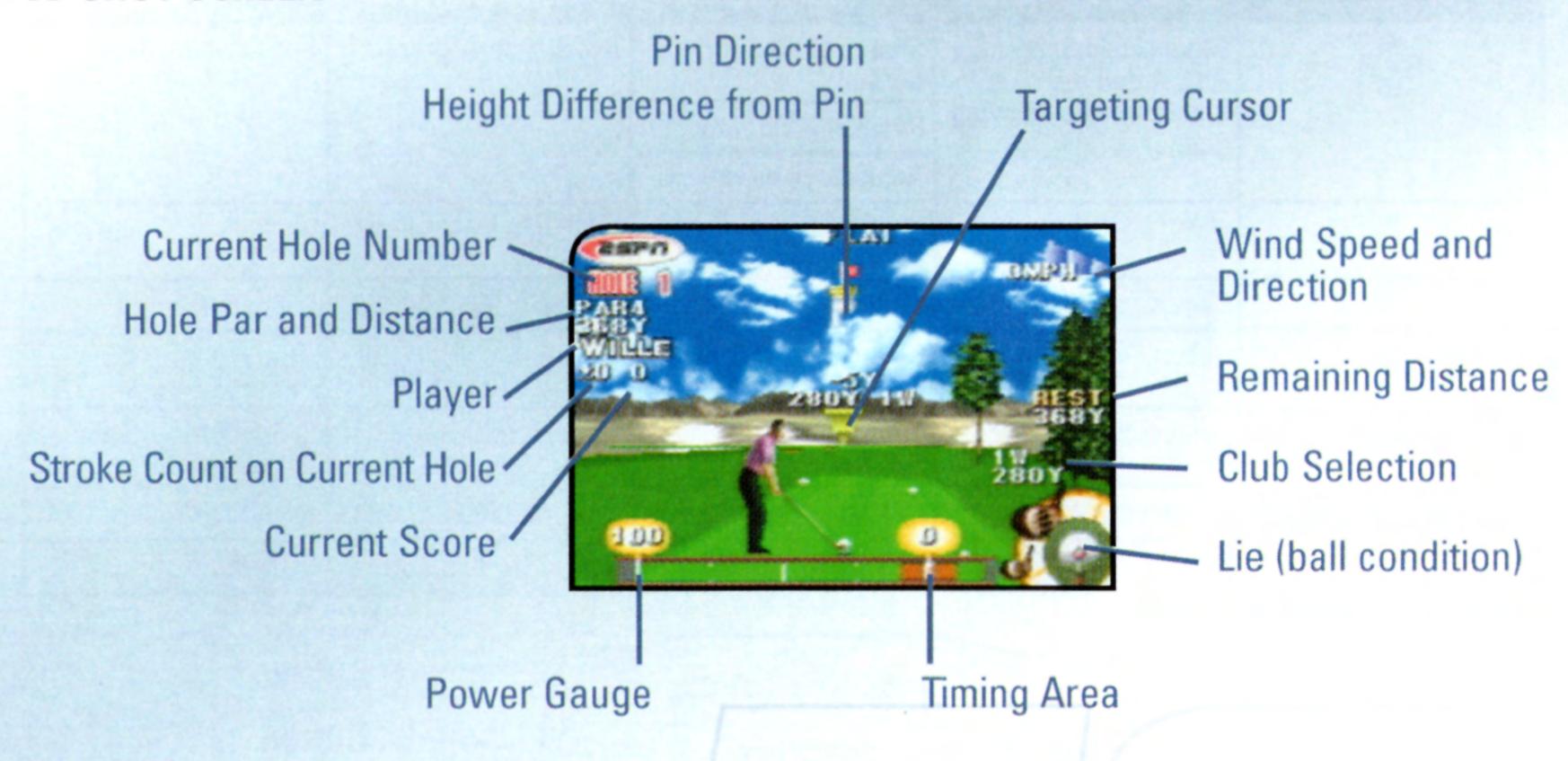
USING THE CONTROLLER

	3D SHOT SCREEN	FIELD SCREEN	VIEW SCREEN	OTHER
Toggle Field Screens, Adjust Ball Spin (determined by moving gauge)	Toggle Field Screens, Adjust Ball Spin	Switch to 3D Shot Screen	Scroll hole or green	Select Menu item
		Reset shot direction		
	Adjust shot direction			
Α	Make a shot	Switch to 3D Shot Screen	Switch to Field Screen	Confirm
В	Switch to half-shot	Switch to half-shot	Switch to Field Screen	Cancel
L	Select club	Select club	Not used	Switch Replay Data Protect On / Off
R	Select club	Select club	Not used	Switch Replay Data Protect On / Off
START	Not used	Switch to View Screen	Switch to Field Screen	Skip Demo
SELECT	Display OPTION menu	Display OPTION menu	Switch to Field Screen	Skip Demo



Ulewine the Play screen

3D SHOT SCREEN



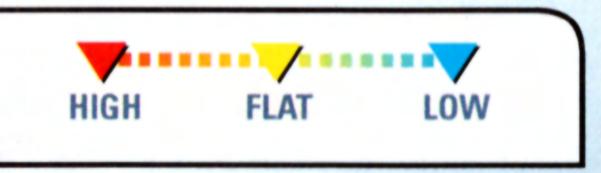






FIELD SCREEN (DISPLAYS WHERE THE BALL LANDS)

Targeting Cursor



The color of the targeting cursor indicates the different height levels between the ball lie and the position of the cursor.

Course Slopes

The slope of the course is displayed by the difference in the color of green on the fairway. Elevated areas of the course are denoted by a lighter shade of green.

VIEW SCREEN

Switching to the View Screen allows you scroll through the course in order to familiarize yourself with its conditions.



MAKING SHOTS

HOW TO MAKE A SHOT

1. Select the club to be used.

Using the onscreen target (indicates where the ball will land given a full swing) as a reference, choose your club depending on how far you want to hit the ball. The selection of available clubs ranges from 1W (driver) to PT (putter).

Use the L or R Button to make your selection.

The clubs available differ with the character being used.

Wood (1W - 5W)Iron (2I - 9I)Wedge (PW, SW)

Putter (PT)

2. Determine the shot direction.

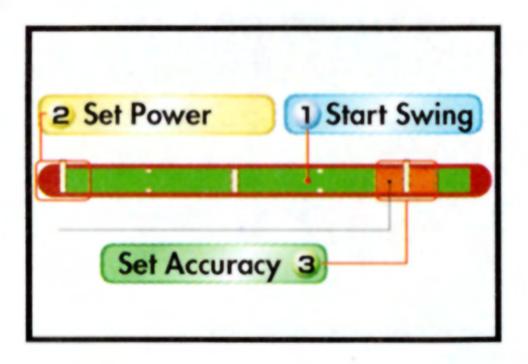
Once you've picked a club, determine the direction of shot on the Field Screen.

Move the up to reset direction.
 Pressing START on the Field Screen will display the View Screen, which allows you scroll through the course using the left and right arrows of the .











TIP

Pressing the B Button reduces the distance expressed by the Power Gauge, enabling you to make a half-shot. This comes in handy for approaches.

3. Hit the ball.

Once the direction has been set, take your shot. Use the A Button to activate the Power Gauge.

 The actual swing takes place after your command input has been completed.

A swing requires three button presses.

1. Press the A Button to activate the gauge.

2. Adjust the width of the gauge and then press the A Button again to determine the strength of the swing.

3. Press the A Button again within the Timing Area.

- The width of the Timing Area depends on a number of variables.
- You can cancel the shot using the B Button up until the A Button is pressed for the second time.

TIP

Pressing the A Button when the Power Gauge has reached MAX will give additional range and POWER to your shot. However, the Power Gauge will move faster, making the shot harder to make.

MAKING SHOTS CONT...

WHEN PUTTING

The Putting Mode is activated when the ball is on the green. Only the putter (PT) may be used in this mode.

1. Determine the direction of shot.

Determine the direction of the putt using the left and right arrows of the . The onscreen marker indicates the slope of the green, and is divided into levels according to the undulation of the course. Use this to guess how the ball will roll.

2. Hit the ball.

Make the putt once the direction has been set. Use the A Button to activate the Power Gauge.

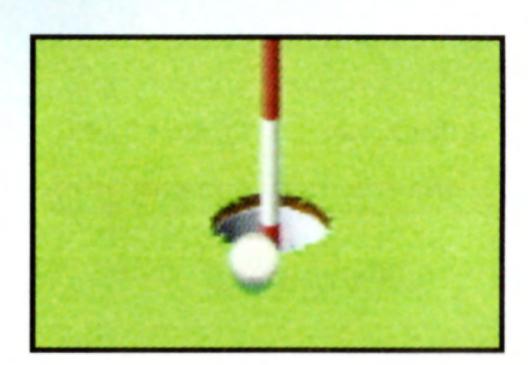
A putt requires two button presses.

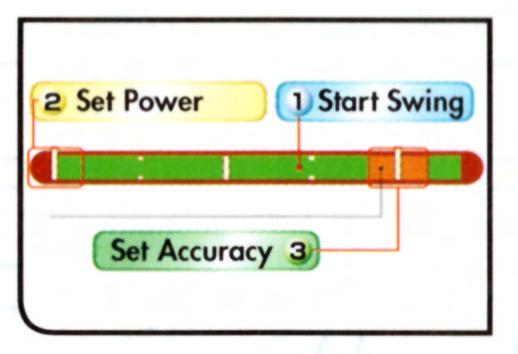
The actual putt takes place after command input has been completed

1. Press the A Button to activate the gauge.

2. Adjust the width of the gauge and then press the A Button again to determine the strength of the putt.









OPTION MENU

HOLE OUT

During play, press SELECT to display the Option Menu.

The following selections are available:

BGM MODE Switch between BGM MODE and SE MODE.

SCORE Displays the Scorecard.

GIVE UP Give up play for the current hole. Occurs as a penalty for reaching 3

above par within the Tournament and Stroke Modes. Puts you one hole

behind in Match Play.

RETIRE Quits the game.

EXIT Return to the Play Screen.

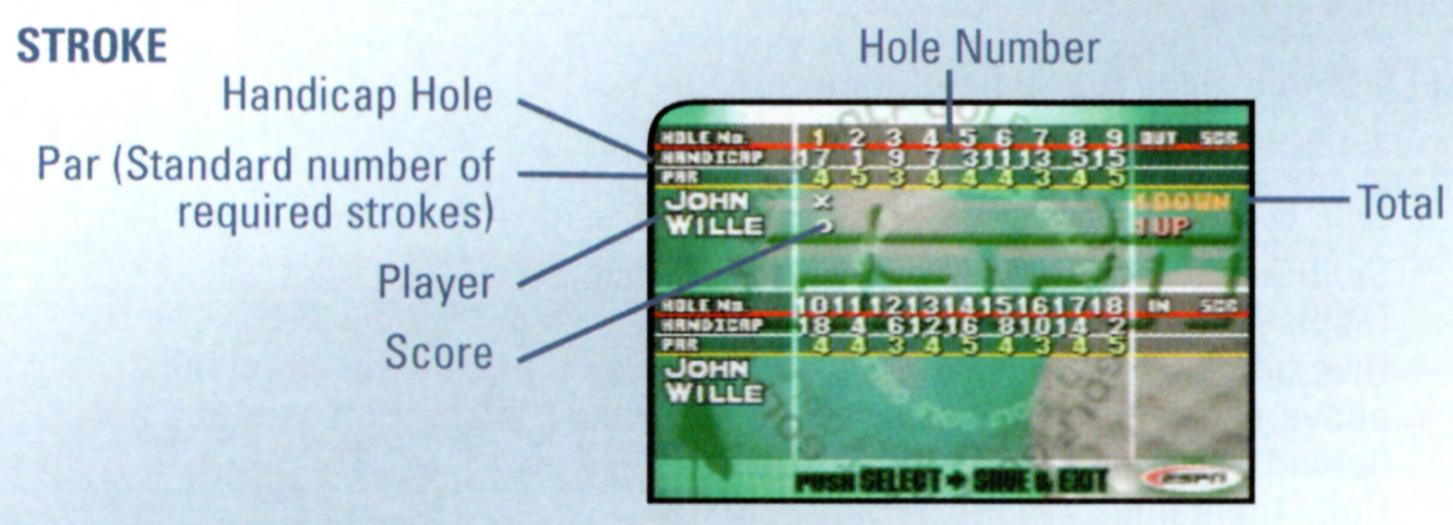
RANKING Show your current ranking. Only displayed in Training Mode.

WIND DIRECTION Set the wind direction. Set the wind speed.

RETRY THIS HOLE Play the current hole again from the beginning.

Move on to the next hole.

UIEWING THE SCORE





Handicap Hole

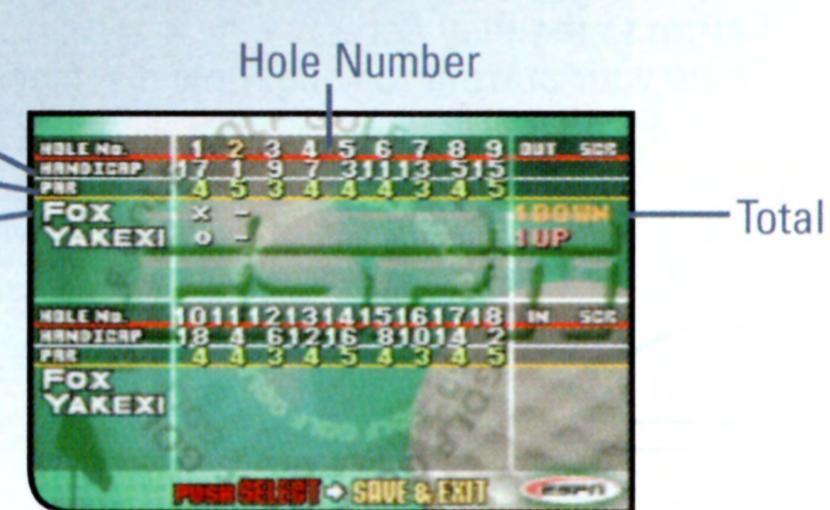
Par

Player

O - Win

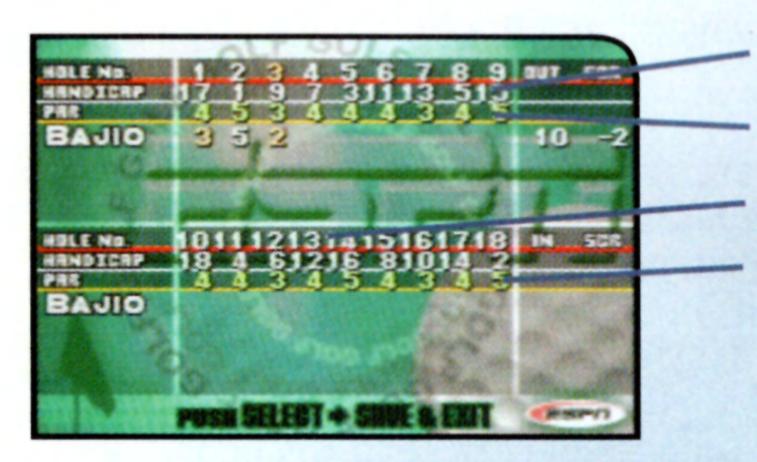
X - Loss

— - Draw





TOURNAMENT



Handicap/Hole
Par (Standard number of required strokes)
Hole Number
Score

TOURNAMENT (RANKING)



MULTI-PLAYER MODES

Multiple participants can enjoy simultaneous play in both the Stroke Mode (up to four players) and the Match Play Mode (up to two players).

To play with multiple players, connect the Game Boy® Advance Game Link® cable (sold separately) to two to four Game Boy® Advance units before turning on the power.

See p. 19 for instructions on how to connect the Game Boy®
Advance Game Link® cable.

Once the Game Boy® Advance Game Link® cable is connected, you will be asked to select a Game Mode (number of players). Use the Button to make your selection and the A Button to confirm. The game will then begin.





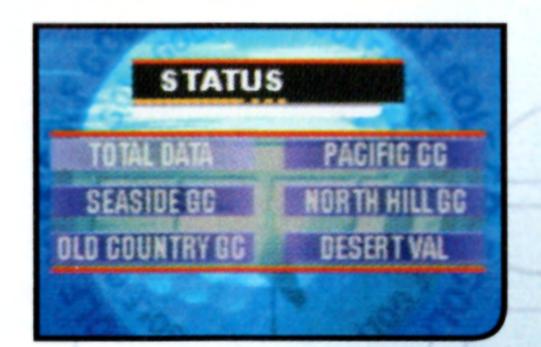




UIEWING DATA







You can view many kinds of data in this game. Select Data on the Main Menu Screen with the , then press the A Button to confirm.

REPLAY

Shots resulting in a birdie or better are automatically saved for later viewing in the form of a replay.

 When data becomes FULL, replay information will be overwritten in the order that it was saved. You can use the L and R Buttons to specify the data to be saved.

 Data is erased when the power is turned OFF. Make a backup save of any data that you want to remain even after the power is turned OFF.

STATUS

View data about the individual players appearing in the tournaments.

ABOUT OPTIONS

Here are the options that can be altered:

- SOUND Toggle the background music On / Off
- WIND Toggle the setting that affects wind changes On / Off.
- WEATHER Toggle the setting that affects weather changes On / Off.

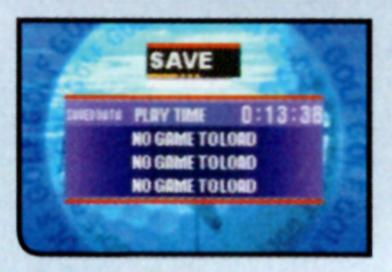
SAUINE THE BAME

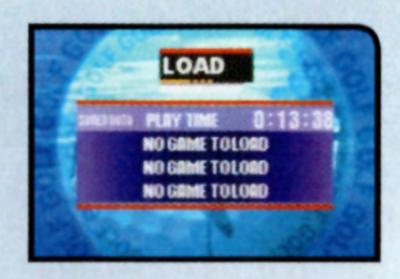
ABOUT SAVING DATA

Select Save / Load on the Main Menu Screen using the 💠 then press the A Button to confirm.

Save: Select to save data. Load: Select to load data.









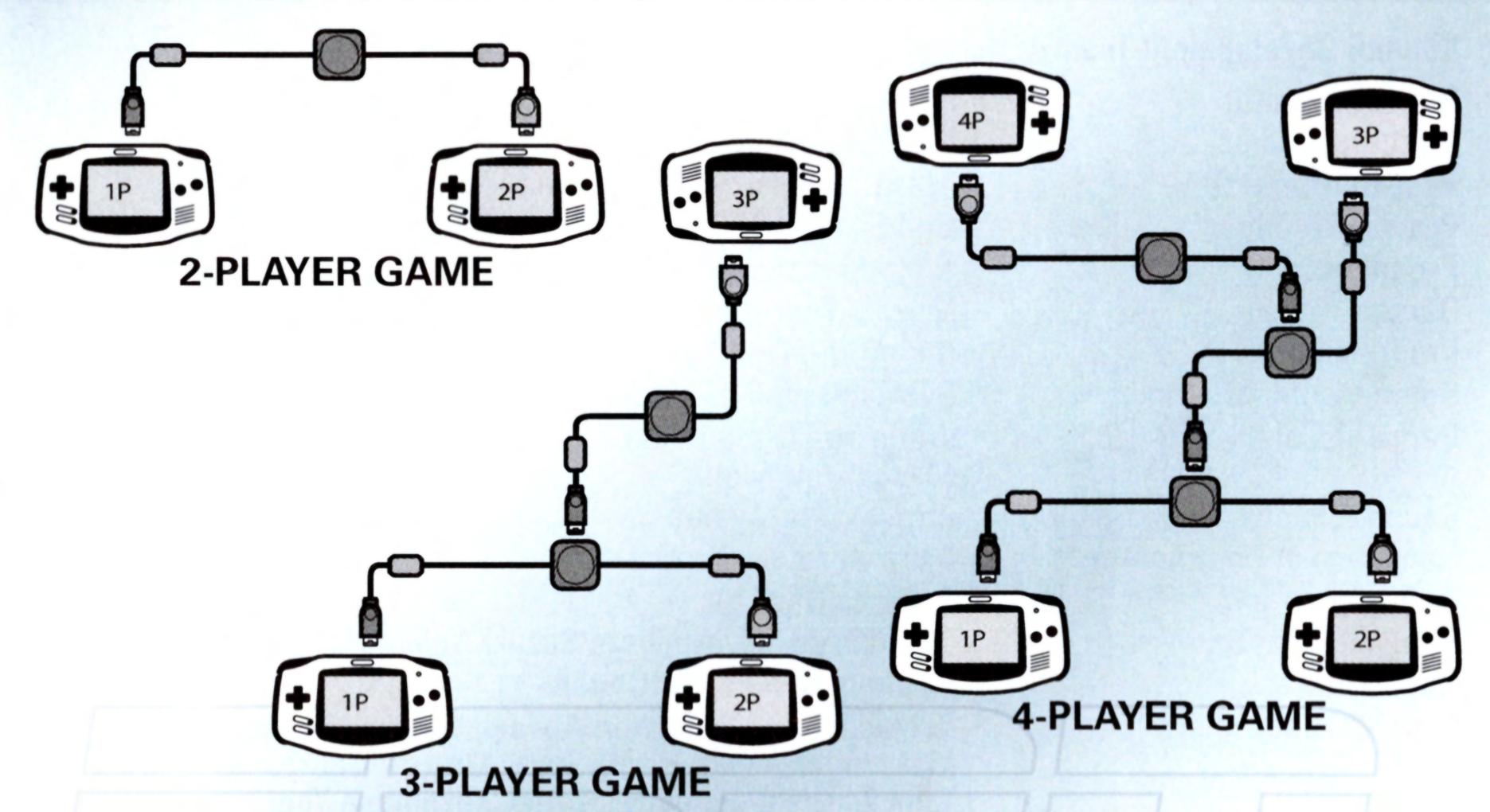
The following kinds of data can be saved:

- Game Modes, Option Settings, etc.
- Score Cards
- Player Records, Replays
 Data can be saved after the completion of each hole.

 Pressing SELECT when the score is displayed will display the Confirmation Screen. Select YES to access the Save Screen.



CONNECTING THE GAME BOY® ADVANCE GAME LINK® CABLE



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If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687.

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CUSTOMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all fine Konami products.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)

* \$0.95 per minute charge

* \$1.25 per minute support from a game counselor

* Touch tone phone required

* Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M., Pacific Time. Prices and availability are subject to change. U.S. accessibility only.





ATTENTION SPORTS FANS!



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